

PITFALL



THE MAYAN ADVENTURE

JAGUAR
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GAME MANUAL
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PITFALL



THE MAYAN ADVENTURE

JAGUAR™ 64-Bit Interactive Multimedia System Game Manual

Handling this Cartridge

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- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional recess during extended play to rest yourself.
- If for any reason your cartridge does not load, or you see only a red screen, remove, clean, and reinsert the cartridge. If the problem persists, refer to the warranty information included with your Jaguar cartridge.

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SURVIVAL GUIDE

The Legend of Pitfall	3
Welcome To The Jungle	5
Preparing For Your Mayan Adventure	5
The Options Menu	5
Adventure Info	6
Saving or Loading a Game	6
Getting Around The Mayan World	7
Memory Save	8
Adventure Status	8
Mayan Weapons	9
Switching Weapons	9
Super Shot	10
Special Manouvers	11
Mayan Artifacts	14
Mayan Poes	16
The Lost Civilization	18
Mayan Lands	19
Bonus Worlds	22
Strategy Tips	23
Credits	24

THE LEGEND OF PITFALL

Many years ago there was a daring adventurer who traveled the world in search of ancient legends and lost treasures. His journeys took him across the seven seas and to the ends of the earth. He ventured into vast uncharted regions filled with unthinkable dangers. Word of his exploits filtered back to civilization and he became larger than life—a legend. This great explorer was Pitfall Harry.

After many successful quests, Harry settled down to raise his son, Harry Junior. As a hip 18 year old, Harry Jr. developed a deep sense of adventure—and a bit of an attitude. He inherited his father's love of the unknown and soon experienced many exciting quests of his own.

Hearing of his son's thrilling escapades, Pitfall Harry realized how much he longed for the life he once knew. So together the daring duo set off for the jungles of Central America in search of the lost treasures of the Mayans.

But something went terribly wrong.

Day 3—The Mayan Adventure

After days of traveling through the jungle, Harry Jr. and I have finally reached the heart of the ancient Mayan Empire. It's been a long journey, but the real danger lies ahead, for we are close to discovering the last treasure site of Uxactun.



According to legend, the treasure is guarded by the spirit of an ancient Mayan warrior—Zakelun, Lord of Evil. Thousands of years ago, Zakelun at-

tempted to conquer the Mayan lands so he could rule the Empire. He was finally defeated after many battles, and he vanished, never to be seen again.



My research on Mayan culture and legend is recorded in the following pages. If something should happen to me, it is my hope that Harry Jr. take my personal log and use it as a guide to continue our quest. I only hope that it will be enough help—if ever it must be used.

WELCOME TO THE JUNGLE

Pitfall Harry has been taken captive by the dreaded warrior spirit Zaxelua! Lord of Evil. Young Harry Jr. must now venture into the unknown, armed with only his trusty sling and his father's journal, to rescue his father before it's too late!

PREPARING FOR YOUR MAYAN ADVENTURE

1. Insert your Pitfall: The Mayan Adventure cartridge into the cartridge slot of your Jaguar 64-Bit Interactive Multimedia System.
2. Press the Power button.
3. Press the **B** button to advance to the **Main** menu.



The Options Menu

To change the game settings before playing, use the Joypad to move the boomerang on the **Title** screen to **Options**, and

then press the **B** button. The **Options** menu will appear on the screen. Press left or right on the Joypad to move through the options. Press the Joypad up or down (or press **A**, **B**, or **C**) to toggle through each option's setting. Press the **B** button to exit the



Options screen at any time.

Difficulty

Choose from two difficulty settings: Normal or Hard

Controls

Customize your Joypad The screen will show a list of moves, followed by the button each move is currently assigned to. Press up or down on the Joypad to toggle through the different settings, and press the **B** button to make your selection. See *Getting Around the Mayan World* for the default settings.

Adventure Info

To view a summary of helpful items you may find during your journey, use the Joypad to move the boomerang to **Info** on the **Title** screen and then press the **B** button. Press the **B** button again to go through the **Info** screens. For more details about the items you can collect, refer to the *Mayan Weapons* and *Mayan Artifacts* sections of this manual.



Saving or Loading a Game

You can save Harry Jr.'s progress at the end of each level. When you complete a level you will be asked if you want to save the game. Select yes or no and continue with your journey.

If you have a game saved when you start playing *Pyralis: The Mayan Adventure*, you will be asked if you would like to load the saved game. If you select yes, the saved game will be loaded, and you will start your game at the last level Harry Jr. completed.

GETTING AROUND THE MAYAN WORLD

The following are the default settings. See **Controls** in the **Options** menu to change these settings.

**Joypad Left
or Right**
Run/Turn/Crawl/
Push/Look/
Aim Weapon

**Joypad Up
or Down**
Climb/Crouch/
Pull/Look/Aim
Weapon

Pause Button

Pressing the **Pause** button will pause the game. While paused, you can adjust the sound effects volume by pressing the **B** button, and the music volume by pressing the **A** button. Press **Pause** again to resume play.

Whip Swing

A button default

Shoot

(Use selected weapon)

B button default

Jump

C button default



Option Button

Press the **Option** button to toggle your weapon.

Memory Save

Your current level, joystick configurations, and sound settings are retained in the cartridge even if you have turned off your Jaguar 64-Bit Interactive Multimedia System. The cartridge will store up to 100,000 changes. After 100,000 changes have been recorded, no more changes will be retained. To clear currently saved changes press ***, #** and **Option** while on the **Pitfall: The Mayan Adventure Title** screen. You must clear the changes before you reach the **Menu** screen.

Note: If you have a **ProController**, you can use the **X**, **Y** and **Z** buttons to select your active weapon.

Adventure Status

To see how Harry Jr. is doing on his quest to find his father, just check the top or bottom of your screen.

Health Bar — As Harry Jr. takes damage, the crocodile moves closer and closer. A word of advice — don't let him get too friendly!

Score — Indicates the number of points Harry Jr. has earned.



Harry Jr. — Indicates the number of lives Harry Jr. has left.

Weapon — Shows Harry Jr. a current weapon and its available number of uses.

Treasure Count — Calculates the Gold value of the treasure pieces Harry Jr. has collected. Collect 50 Gold points to earn a Continue.

MAYAN WEAPONS



Harry Jr. begins his quest armed with only his trusty sling and a few sling stones. Use these stones to shoot enemies or anything that may help you advance through a world.

The sling can also be used as a whip to beat enemies at close range, but the odds are already against you—so pick up as many sling stones as you can find. You'll need them!



Switching Weapons

During the course of your adventure, you may discover ancient Mayan weapons that will help Harry Jr. defeat enemies and overcome obstacles. To toggle through the available weapons, press the **Option** button. Press the **Shoot** (**⏏**) button to use the weapon that is currently displayed.

Super Shot



Every now and then you may feel like hurling a sling stone with all your might. Good news—you can! Just hold down the Shoot (B) button and Harry Jr. will wind up his sling to fire off a Super Shot. This will do more damage than a standard shot, but waiting for the windup can cost you valuable time!

Day 5—Mayan Weapons

SLING STONES—Stones that serve as ammunition for slings. Commonly found throughout Mayan lands in sacks.



MAYAN BOOMERANGS—Gives a powerful blow to any enemy. Must remember to recover this weapon after it's thrown.



EXPLODING STONE OF

PACHA—This sacred stone

has magical properties.

Said to destroy almost all enemies in sight.



PH.

SPECIAL MANEUVERS

Harry Jr. will have to deal with one deadly situation after another in the quest to save his father. Only quick thinking and resourcefulness will get him out of trouble. Here are a few special maneuvers that may provide a little help.

Swinging on vines

- Press the **C** button to jump and grab the knot on the base of a vine.



- Press the Jump (**C**) button again to release from the vine.

Crawling

- Press and hold the Joypad down
 - Press the Jump (**C**) button to engage in a crawl
- Press the Joypad left or right to make Harry Jr. crawl in either direction
- Press the Joypad up or press the Jump (**C**) button to stand

Climbing ropes

- Jump onto a rope
- Press up or down on the Joypad to climb or descend the rope
- To jump off the rope, press and hold the Joypad in the direction you wish to jump, then press the Jump (**C**) button





Crossing pegs and cords

- Jump towards the horizontal peg or cord to hook onto it.
- Press left or right on the Joypad to move Harry Jr left or right.
- Press the Jump (C) button again to release from the peg or cord.

Riding ziplines

- Jump to grab the zipline.
- Press the Jump (C) button again or ride the zipline to its end to release from it.



Springing off items

- Jump onto a web (or other item) and bounce into the air.

Pulling levers

- Use the Joypad to move Harry Jr to the left or right of the lever, so he is facing it.
- Press the Joypad up to pull the lever down.

Entering doors

- Move Harry Jr in front of a door and press up on the Joypad to pass through the doorway.

Bungee-jumping

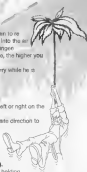
- Jump onto a bungee
- Press the Jump (G) button again to re-lease from the bungee and fly into the air (the closer to the top of the bungee plant you are when you release, the higher you will go)
- Use the Joypad to control Harry while he is in the air

Riding the skate car

- Jump onto the car and press left or right on the Joypad to start moving
- Press the Joypad in the opposite direction to the direction you are moving to use the brake

Riding the runaway mine car (only in the Balankunche Mine).

- Press up on the Joypad while holding down the A, B, or C button to make the skate car go up a track
- Press down on the Joypad while holding down the A, B, or C button to make the skate car go down a track
- You have no brakes!



MAYAN ARTIFACTS

Day 7—Mayan Artifacts

There are several artifacts that Harry Jr. and I hope to find during our journey. Many Mayans believed these ancient idols and relics were created and sent to earth by Itzamna—the Mayan God of Knowledge.

TIME KEEPER—According to legend, this powerful artifact temporarily freezes time after being touched.



MAYAN CHILI PEPPER—Said to endow the beholder with super-human strength, causing temporary increase in running and jumping abilities.

SACRED HEART—A spiritual beating heart that restores a portion of lost health to its finder.



LOCATION IDOL—Used by Mayan travelers to mark their location. Holds magical properties that point traveler in general direction of desired path. Allows traveler to return to marked point after traveler is unable to continue journey.



GOLDEN IDOL—Rare Mayan artifact with the power to bestow its holder with a second chance at completing their journey.



TREASURE PIECES—It is reported that pieces of Mayan treasure—gold coins, silver and gold bars, diamond rings—are hidden throughout the Empire.



PA

MAYAN FOES

Day 9—Mayan Foes

I could find very little information about Mayan foes. Witnesses to evil doings in the Mayan realm have a tendency to disappear mysteriously. Therefore, I have only been able to compile a partial record on enemies.

SKELETONS—were soldiers in Zekelan's army at one time. Groups have been fed recently near Copac.



SPIRITS OF CHAAC—were followers of Chaac—the Mayan God of war and sacrifice. It is said that these spirits have a strong command of fire.

JAGUAR—This sleek, powerful animal was a favorite pet of Zekelan and served as his personal bodyguard. Recent sightings include the nearby jungles.



HAWKS—Served as messengers for Zekelun during times of war, have been spotted in Tikal and areas near it.



GARGOYLES—According to legend, many of the ancient Mayan ruins are guarded by stone gargoyles that come to life when approached.



SHAKES—Favorites of Zekelun. These creatures are common throughout Mayan lands and can be very dangerous.

VAPOR GHOST—Reportedly a product of Zekelun's sorcery—created to ward off anyone who has sights on the lost treasure of Unaxctun.



There have also been sightings of Zekelun, though no one has been able to document his appearance. Some Mayans believe that Zekelun himself, using ancient Mayan sorcery, wields control over the creatures that inhabit the Mayan Empire.

P.A.

THE LOST CIVILIZATION

Day 12—A Lost Civilization

During my studies I discovered that the Mayan civilization flourished throughout what is now Mexico and Central America for nearly four-thousand years. In some areas, Mayan culture lasted until the early 1500's, but many of the prominent cities disappeared by A.D. 900.

Although many Mayan sites have been discovered, little is known of the day-to-day activities of the Mayan people. What is known, is that they built elaborate cities and temples without aid from the wheel, metal tools or animals.

There was a civilization full of mystery and magic. Long has there been talk of ghosts and evil spirits roaming through the ruined cities and forests of the lost Mayan Empire. It is this civilization of mystery and magic that I long to explore.



RH.

MAYAN LANDS

Day 13 — Mayan Lands

Henry Jr. and I have traveled far and wide in search of the lost treasure. Although it's been a long and tough expedition, it is far from over. The road ahead is full of danger.



JUNGLE OF CEBA—An ancient and mysterious place uninhabited since the

1400's. Danger lurks from every side on this maze-like path. Should be able to use surrounding elements to navigate.



XIBALBA FALLS—Named after the demons believed to exist



throughout the Mayan realm. Only the skillful can travel this dangerous path without plunging into the raging water below. Must be careful!



TAZAMUL MINES—Lost for centuries, this series of treacherous caverns

is believed to be inhabited by deadly creatures and filled with hazardous tunnels. Could possibly use abandoned mine car as transportation.



LOST CITY OF COPAN—Located in the heart of the ancient Mayan Empire, this 2000-year-old, decaying exterior is loaded with deadly traps and even deadly enemies.



COPAN TEMPLE—No one who has entered this mysterious labyrinth has ever returned.



PS



Day 14—The Adventure Continues

Should Harry Jr. and I actually survive the journey through the known Mayan territory, we will need all of our remaining luck to continue the expedition. A long road awaits us.

LIXANAL RAIN FOREST

YACHELAN LAGOON

BALANKACHE HINE

TIKAL RUINS

TIKAL TEMPLE

PL

BONUS WORLDS

Bonus worlds hidden throughout the game could yield you great rewards if you're skilled enough to find them.

Lofun Secret Vault

You will enter a room with three levers, labeled **A**, **B** and **C**, on a wall. Directly above each lever is a light. These lights flash in random order, creating a pattern. Repeat the pattern by pressing **A**, **B** and **C** buttons on your Controller. If you successfully repeat all of the patterns, the vault will open and you will be rewarded!



A Trip Back

A magical time warp, created by the evil Zakelua, is hidden somewhere in the game. The warp will transport Harry Jr. back to a primitive time—a time that may bring back a few memories. The rules are simple, you have 20 minutes to collect all goodies—or else. Here's a hint—watch out for the scorpions!



STRATEGY TIPS

- Collect as many Treasure Pieces as you can. Every fifty points earns you a Continue.
- Use the Super Shot to help defeat deadly enemies or blast through nasty web blockades.
- Try to be downed from your enemies when fighting.
- Be sure to use Mayan Artifacts and Weapons wisely. These Mayan goods work for only a limited amount of time and/or number of uses.
- Remember to grab the Mayan Boomerang after each use or it will disappear.
- Try using abandoned mine cars or other items as platforms.
- You can do more than just stand on top of tree stumps.
- Don't be afraid to explore—you may find hidden surprises.
- Keep moving when you're above the jumping crocodiles.

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